HOW GOOD A HUNTER ARE YOU?

# MOLE HUNTER

LET'S SEE!

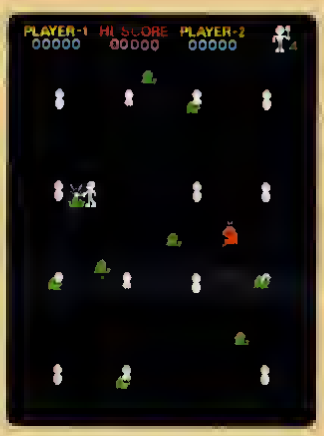
PAT-P

Power Supply／AC115, 220, 240V±10%
Power Consumption／120W(AC100V).
●TABLE 95W(AC100V)
Game Cost／Adjustable
Dimensions(mm)／W×D×H=620×890×1700
●TABLE=830×560×600～680
Cash Box Capacity／(2,200coins of Yen ¥100)
CRT／20" colour ●TABLE 14" colour

# MOLE

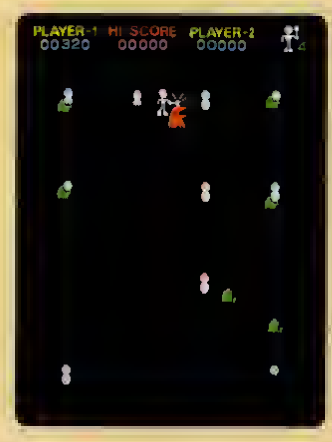
1. On the screen appear 16 baby moles and 16 peanuts. In the lower center lives Grandfather mole. In the top right hand corner, there are 4 mole hunters armed with hammers.

When you begin to play, one mole hunter will travel automatically to the center at the top of the screen. Upon his arrival, all the moles will disappear underground. The dotted lights showing where the moles are burrowing.




2. Soon, some baby moles will surface and begin to search for peanuts. However they can only eat the peanuts if they can approach close enough to enter the dotted area around them. The hunter must try to kill the baby moles before all of the peanuts are eaten.

## MYSTERY POINTS
## STRIKE THE GRA
## WATCHOUT, HE

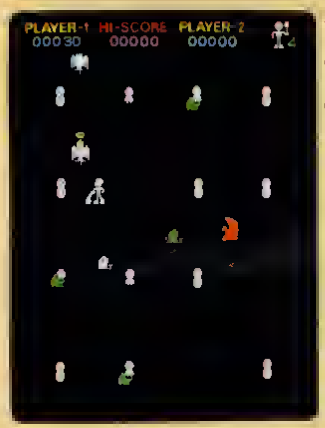



4. If the Grandfather gets close to a peanut, he is able to eat it very quickly, but at this time, the hunter can strike him. When the hunter strikes the Grandfather, he will be awarded 150 or 300 mystery points, and will drive the Grandfather underground again.

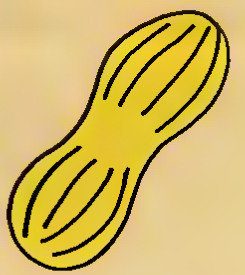
5. However, the Grandfather can hurt the hunter and is always waiting for a chance to attack and bite him. In order to defend himself, the hunter should attack the Grandfather smartly in the beginning.

# HUNTER

PAT-P




3. When the hunter kills a baby mole, it will go to heaven and points are awarded to the hunter. With the loss of each baby, the Grandfather cries, however, if the hunter strikes at and misses a baby, the Grandfather laughs.



## AWARDED IF YOU
## NDFATHER, BUT,
## MAY BITE YOU!

7 If the Grandfather does bite the hunter, a new hunter will take his place. If the fourth and last hunter is bitten, however, two carriers will rush on screen and carry the wounded hunter off.

This concludes play and the player will be returned to the start again. However your next play may prove more difficult as the moles movement will be faster.

6 If the hunter is successful in killing all of the baby moles, he can then kill the Grandfather. When the hunter succeeds in striking the Grandfather, he will send the Grandfather slowly to heaven and be awarded 300 points plus a further 100 points for each peanut that remains

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